

# Player Codex of Infinitum: Battle for Europe

## Any player of Infinitum: Battle of Europe:

1. Behaves in an appropriate manner, and does not use any harsh language.
2. The game is played by minors and we do not want to provide a bad example.
3. Helps newcomers, as he used to be one as well.
4. Plays on one account only on the particular game world.
5. Plays regularly, because he understands his account may be deleted otherwise.
6. Does not block cities on servers he is not playing on.
7. Reports any bug or error in game to developers and does not exploit it.
8. Has the right to be angry about the game time to time, but agrees to write to the developers directly instead of complaining on forums.

## Forbidden behavior and punishment classes

A list of forbidden behavior types follows accompanied by punishments. We have a system of punishment classes. Basically, the higher the number the more severe the punishment. A complete list follows:

- Class 1 – The offending player is temporarily banned from chat and forum of the game.
- Class 2 – The offending player is permanently banned from chat and forum of the game.
- Class 3 – The offending player is temporarily banned from the game.
- Class 4 – The offending player is permanently banned from the game and his iCoins are confiscated.
- Class 5 – The offending player is permanently banned from the game and all effort is taken by system administrators to block any possible future access of the particular player in the game.
- Class 6 – As Class 6 plus player's behavior and any records thereof are submitted to police or another relevant law enforcement authority.

In case any dispute or discrepancy arises in connection with the rules, the developers have finite and resolute authority. The decision about what is or is not a breach of Terms of Service or Player Codex lies in developer decision only.

## Definitions of forbidden behavior and Punishments for a breach of Terms of Service or Player Codex

### Using multiple accounts

Definition: To use more than one account on one game world and logging into other players account without expressive approval of the developers.

It is ok to stop using one account and start another though. It is ok to play one account on one world and another account on a different world.

Punishment: Class 4 for all accounts except one, Class 5 in case of repeated offence.

### Threatening

Definition: Threatening others with physical violence.

Punishment: Class 6

### Offensive language

Definition: To use harsh language and profanities.

Punishment: Class 1 to Class 4 depending on severity.

### Blackmailing

Definition: Forcing other player to provide in-game virtual resources or any other game advantages that the forced player would not provide otherwise. Forcing means threats, be it in-game or real life threats. There is a place in Infinitum for healthy diplomatic inter-alliance threats, but for example real-life threats

are definitely not ok!

Punishment: Class 3, Class 4 for repeated or severe offence.

### **Bullying new players**

Definition: Bullying, trolling or otherwise harassing any player that is new to the game and thus more vulnerable than experienced players.

Punishment: Class 3, Class 4 for repeated or severe offence.

### **Spamming**

Definition: Sending of any unsolicited mail, chat messages or forum posts.

Punishment: Class 1-2. Up to Class 4 for repeated offence.

### **Shaming**

Definition: Spreading ill rumors, personal data or negative information about a person or entity in general.

Punishment: Class 1-2. Up to Class 4 for repeated offence.

### **Trolling**

Definition: Harassing other players or sabotage the game and ruining it for others. This includes, but is not limited to: verbal harassment on forums, in chat or in messages, blocking cities using another game accounts, etc.

Punishment: Class 1-2. Up to Class 4 for repeated offence.

### **Service disruption**

Definition: Disrupting the game or any associated service, including bug exploitation for the purpose and intentional creation of game situations that damage the game system.

Punishment: Class 5

### **Shaming developers**

Definition: Spreading ill rumors about the development team and service provider.

Punishment: Class 5

### **Advertising**

Definition: Unauthorised advertising of any product on any communication channels.

Punishment: Class 1-2

### **Abuse of errors/bugs**

Definition: Conscious abuse of unreported errors/bugs in the game and game systems for one's gain in the game.

Punishment: Class 5

### **Hatefulness**

Definition: Promoting ideas leading to suppressing others' rights and freedom. Not only in chat, message or a forum, but also in a username, commander name, etc.

Punishment: Class 1 or 2. Can go up to Class 6 in case of severe and/or repeated offence.

### **Hacking**

Definition: Using custom built applications or bots to call the server API. Also creating game situations that lead to disruption of service and other players' game experience, for example unnecessary server load, etc.

Punishment: Class 6

### **Criminal offence**

Definition: Conducting payment card frauds, unauthorized use of other people's phones for payments and similar practices or any other breach of law.

Punishment: Class 6

## **Pushing**

Specific definition of pushing:

- Forwarding materials without obvious gain, for example without protection or other relevant gain for the sender. Generally any situation by which the sender is playing against its best interests.

What is not pushing:

- Sharing economy assets in an Alliance. One player creates resources, others create units, etc. A cooperation is welcome.
- Continuous sending of materials to one player when he is your alliances unit manufacturer.

Punishment: Class 3 and up to Class 5 in case of repeated offence.

## **General treatment of codex breach**

Following behavior is considered as aggravating circumstances in case of dealing with the player in relation to his breach:

- the player is arrogant, refuses to communicate or uses offensive language

Following behavior is considered mitigating circumstance:

- the player apologizes and regrets his breach
- the player offers cooperation in solving his breach

These circumstances are not final. The final decision lies in the decision of the service provider's authorized employee.

## **When you want your ban lifted**

Compose a decent email, wherein you apologise and promise to behave in such a manner as to mitigate your breach and send it [here](#). Do not expect any effort to resolve your issue after you write an email full of exclamation marks, capitals and emotion. In case of threats, your temporary ban may become permanent. Please remember, that if you show respect, we will treat you with respect as well.